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The Vampire Priesthood Bible

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The Temple of the Vampire
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*Within lies fact and fancy,
truth and metaphor.
Discriminate
with care.*

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The Living Vampire gathers the Lifeforce from the human prey and thrives upon this accumulated energy. His physical health improves. His psychic abilities are enhanced. Yet, to evolve beyond the limitations of a physical body the Living Vampire must attract the attentions of Those Who Have Risen, the Undead Gods. These Masters of the World have dropped the need to be limited by any single physical body and have Lifeforce requirements far beyond those of the Living Vampire's. Thus, when in the Act of sacred Communion, the Living Vampire willingly sacrifices his accumulation of Lifeforce in a concentrated flow to the Undead, They accept this supreme Gift and assist in the process of his Vampiric Metamorphosis. Thus the Living Vampire is transmuted into a Higher Being and, with continued effort and loyalty, joins the ranks of the Undead Gods.

Thus Communion in the Ritual of the Calling is a violent act requiring the Living Vampire to exhaust his vitality, to give until there is no hope for survival, to pass the line of mortal terror and continue offering up his precious Lifeforce. It is a difficult, though proven, Path.

Yet, for those few chosen to be given it, there has remained an alternate means to achieve Communion. Now, in these last days before the Final Harvest, this Temple has been authorized to reveal the Working of the Necromanteion.

When the Vampire Gods openly ruled this world, the priests who were Living Vampires utilized a physical device which opened the Gate between the Astral and physical planes. Most ancient religions before the time of the Rebellion by the Renegades contained these physical structures within their most holy inner sanctums. The King's Chamber in the Great Pyramid is one such structure which remains relatively intact. Most others are, when uncovered by archeologists, misunderstood and consequently mislabeled as to their purpose.

One such is found in the ruins near Ephra in Epirus, Greece. This particular ruin remains one of the few retaining a written record available to the humans who fail to understand what they read. The ancient Greek geographer, Strabo, wrote how on the river Acheron the Cimmerian people lived underground in a maze of tunnels and houses and by their custom never ventured into the daylight. These were, of course, generational Living Vampires, who were in Vampiric Metamorphosis, shunning the damaging thermonuclear radiation of earth's sun and conducting the highest rites of Communion to feed the Undead Gods.

The Greek archeologist, Sotiris Bakaris, lured by the remaining records, relocated the buried ruins and began a systematic excavation. (He permitted this and assured that his interpretations strayed sufficiently from the truth to enforce the Injunction of Secrecy regarding Vampiric Reality). In the Great Hall of this underground city, Bakaris discovered a huge cauldron of bronze (once polished to a mirror sheen) bounded on all sides by a railing.

Phillip Vandenberg in his excellent work *The Mystery of the Oracles* (Macmillan Publishing Company, Inc., 1979)

produced a close representation to the Old Ways drawn from his studies of the remaining records. (These, too, were judged reasonably inaccurate for human dissemination). Vandenburg recognized that the city was a place of virtual imprisonment for the pilgrims who came to speak to the Gods. Here they spent months in solitude and darkness, preparing their minds and bodies for the Ultimate Confrontation. Then, when the Cimmerian priests determined the supplicants were ready, they would be led by torchlight down the twisted corridors to the Great Hall. There, gazing from the rails into the water-filled mirror cauldron, their wishes were granted and they would have, at last, Communion.

For the humans, it was a place to draw near their Terrible Rulers for personal guidance and requests. For the Living Vampires, it was a place of training, growing, and transformation. For the Undead Gods it was a Gateway to the drinking from the dark River of Life, the amassed Lifeforce of the human herd. For the ancient world it was the way of government as the Neverdying took the Highest Tribute and passed judgment to the priesthood of Living Vampires who, in their turn, ruled the human society from their hidden, underground world.

It is interesting to recognize how Plato's Allegory of the Cave from his Republic is a literal description of Vampiric Enlightenment for controlling the world. The humans, who are imprisoned in shadows, are eventually led into the light (the Undead Presence) where they then recognize the truth of their world (Vampiric control).

This last Eurasian bastion of semi-open Vampiric rule was destroyed by the Romans following the successful strikes by

Pyrrhus, the king of Epirus in 280 B.C.E. It was a necessary sacrifice to prepare for the Grand Plan (which resulted in the rise of Christianity) and great care was taken to destroy as many of the records as could be found by Our obedient Roman armies. Today to visit these ruins requires no small journey, the simplest being to fly North to Ioanninna from Athens, by bus to Prevesa then on to the small village of Kanaliki. The site of this ancient Necromanteion is approximately four miles outside of town by taxi atop a large, brooding hill beneath the thousand-year-old Byzantine chapel. If you listen carefully to the caretaker, you will recognize that Our traditions die very hard. The ruins are open and clearly visible. Such is Our past to those with the eyes to see.

Creating the Necromanteion

To construct your own Necromanteion will not require anything even remotely as difficult as the constructing of the Great Pyramid nor the underground Temple of Ephra! The elements are simple: mirror, seat, curtains, low light and calm.

The Speculum

Historically the "magic mirror" is the Necromanteion. Any adequately polished surface will do. The rubbing of Aladdin's lamp was to polish the surface of the metal for gazing. Also gazing into crystals, water, ink or any sufficiently reflective surface has been used successfully. However, to better enable the experience, the larger the surface, the more powerful the experience in the beginning. Mirrors are convenient and readily available.

A good size suggested would be several feet wide and high. Traditionally this is referred to as the speculum and those who engage its use have been also known as *Specularii* (declared to be "the minions of Satan" by the Paris Faculty of Theology in 1398).

The Seat

The seat needs to support your body comfortably, especially your head. A good example of this might be a reclining chair with leg rest. Position the mirror so that the bottom edge of the mirror is high enough from the floor so that you cannot see your own reflection. Leave room between the chair and the mirror for the manifestation of the Gods to stand clear.

The Chambering

Surround the space in which you sit with black cloth from floor to ceiling (velvet is a good choice) such that when seated you see nothing in the mirror's surface except the black. Remove any other visual distractions. This creates a booth or chamber effect. Finally, position directly behind your seat a low light bulb (fifteen watts is recommended).

The Preparation

Preparation is everything. Try to set aside a day from your normal activities and devote your attentions to consideration of the Teachings of this Temple. If your planned Communion is set for the night, you might consider a leisurely Hunt during the morning, followed by a relaxed nature walk or other calming, centering activity during the afternoon. As an immortal Vampire you should allow this day to become timeless. Avoid clocks and do not wear your wristwatch.

Solitude is best. An attitude of playful, restful amusement is what you wish to cultivate. Music can be of immense help here as well. For this reason please avoid newspapers, radio programs or television during this time. Let the world rotate by itself for this day. Let the problems of the world take care of themselves.

The Necromanteion Communion.

Take the normal precautions for Communion. The telephone should remain off the hook and an assurance that you will be undisturbed is paramount.

When you enter the chamber you should be at ease with no pressing physical or mental issues at hand. It is normal to feel intense expectation, even fear, toward the experience about to transpire.

When you take your seat you wish to be comfortable. Take care that you may gaze upon the mirror without straining the eyes. Adjust your posture until this is so.

Now gaze into the mirror without trying to necessarily see anything. It is much as if you were simply looking through a window out across some dark scenery in the distance. As you relax your body will feel heavier and the Life force will tingle in your extremities, especially the fingertips.

Next will come roiling clouds, with shifting patterns of dark and light. When this occurs, your astral eyes are opened and you are about to open the Gate.

With this will come images, dreamlike and rapid. Remain calm and do not try to force anything. These are mere shadows of the experience to come.

When you encounter the God you may find that He or She will shock you by stepping physically from the mirror into the space before you and that this is not the vague, dreamlike experience you expected, but an authentic physical manifestation.

Try to remain calm and under no circumstance attempt to reach out to touch the Undead God unless asked to do so! Other experiences include entering a neutral dark space with the Undead, as well as being taken through the mirror yourself into the Dream Sharing of the astral in some very unearthly tale.

It is common for the Undead to move, to speak
and to touch you.

It is important to remain relaxed to avoid aborting these Communion. This approach depends upon self control above all, as you are allowing your accumulated Lifeforce to open a Gate rather than to simply let the Undead come to the Calling in the usual Communion of sacrifice.

If the Undead God chooses, these limitations will be set aside, so respond to Their Guidance.

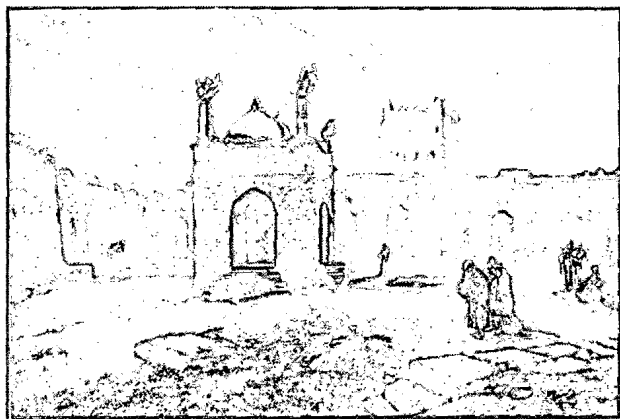
Finally, because you are opening the Gate to the astral it is important to realize that you may, with equal ease, commune with the mere human dead. Remember your sacred purpose and keep this Necromanteion sanctified with dedication to the Glorious Undead Gods, not the lowly human dead. Do not

reject these others who may attempt to cross over, but look to the Great Ones to come with an expectant heart. Again, do not try too hard. Let it happen.

It is equally true that sometimes you will not have a vision but, instead, hear or feel Their Presence. Have patience. Almost always, even if you quit the chamber with no apparent contact, you will have a full-blown visitation, usually at your bedside, within three days. Again, repetition of attempts in future circumstances ensures inevitable success.

We have found in this Temple that carefully following these procedures results in direct chamber experiences on the first attempt for more than fifty percent of the members, with the balance having visitations within the usual three-day period. We encourage those of you who have not succeeded to sufficient Contact, to create and utilize your own Necromanteion.

We will be watching.



Opening The Astral Gate

Those Who Have Risen are Vampires who have learned the art of conscious astral projection or, as it is more commonly referred to today, the out-of-body experience; the OBE.

The Vampire who has merely learned to extract the Lifeforce from his victims still lacks the vital freedom which the OBE affords. The Vampire who remains entombed in flesh cannot experience the power and glory of the full Vampiric Condition and remains, at best, superior to humans but weak in the eyes of the Undead.

The magical powers of the Vampire are numerous and limited to Those Who Have Risen by the very nature of the astral foundation of magic. Vampires and those with Vampiric tendencies who remain trapped within the physical cannot believe that the authentic power of flight or shapechanging is possible. Yet these powers are the heritage of the true Vampire.

When you have gained the power of flight free from the physical, you will realize that there is little the human world can offer to you compared to the almost infinite pleasures of the Vampiric Condition. Those Who Have Risen have risen above the closed walls of the physical body and see the vistas of the wider universe as it is. The Vampire who can leave the physical at will can also meet with others of his kind at will and directly participate in the higher training and camaraderie of the Elder Vampire Gods Themselves.

From the standpoint of the Vampiric act itself, the power of astral flight permits a more efficient and intoxicating taking of

the Lifeforce. To mount the night sky freed of the crude weight of the physical and skim effortlessly across trees and rooftops and then slip silently into the bedchamber of a victim is, by itself, a perfect fulfillment of our nature. Yet taking the Lifeforce in this condition is not merely superior in pleasure. The quality of the life energy taken is more refined, more concentrated as well as profoundly more delectable than what can be obtained while remaining encased within the tomb of the physical body.

Your astral body is you. The astral holds your personality, your memories, habits, and individuality. The astral also is the feeling body. Your emotions, and all sensory experience are felt at the level of the astral. The physical body is little more than a physical vehicle, much like an automobile which you drive through physical life.

Do not however jump to the conclusion that the physical is totally dispensable. The physical body remains your anchor to the physical world. Those Who Have Risen either maintain their original physical body or seize another from which to secure their link to the physical universe.

Foolish human mystics have accepted in full the concept the Undead Gods planted that the physical is gross, evil and corrupt. The human religions embrace physical death as an escape to heavenly realms of perfect joy and this error serves the intentions of the Elder Ones. The human is our food source and must remain ignorant of the higher truths. In his ignorance, the human remains the perfect slave who is perfect in that he does not see his slavery. The human is mortal and shall remain mortal that Our Kind may remain immortal. Such is the way of things now and throughout all time.

No, a physical body must remain as a base in the physical world much as a mountain climber will hammer a steel stake into the cliff wall to enable him to both ascend and descend with safety. Remember that without a physical body, there only waits the deadly lure of the Dream Sharing and inevitable personal destruction.

Yet, the astral is your true body compared to the physical body. We need the physical to process and exchange energy in the physical world much as a deep sea diver needs a diving suit to explore the ocean's depths. Yet the diver would never confuse his diving apparatus with himself! The diving suit is needed for survival underwater just as the physical body is needed for survival in the physical world. If a diver became dissatisfied with his diving equipment he would simply replace it with new equipment.

When you finally have a completely conscious astral projection you will never look at a physical body in the same way again. You will, like a professional diver, view it as equipment. Death will lose its sense of finality for you and your treatment of the Temple Teachings will assume truly awe-filled proportions. You will see clearly that all mortals fear death because they are, in truth, doomed. You will distinguish ever more the lurking fear behind the eyes of the rabing human religionist as much as the "death-defying" human agnostic. You will realize that of the billions who are all dying in this world, dying to a death which is total, you are among a handful who have the chance for survival.

We have led the humans to believe in their religions that theirs is life everlasting. The few voyagers amongst them who have touched the other worlds when physical death was at hand (what

is now called the NDE or near-death-experience) return with tales of the Dream Sharing. We have not bothered to correct them. The Undead Gods feed upon the dreaming human dead while they linger in their pseudo-opiate paradises. At our highest We are the soul-eaters who live on!

Thus the humans need faith. They need faith because they lack hope. They must have faith in the religions we have created for them for they are only food. The humans exist only to serve the Undead. In fact, the word "worship" originally meant "work". The Great Experiment of Vampires controlling the human stock from behind the scenes has been working excellently and shall continue to do so until the next Great Harvest.

In the meantime there is work for the Living Vampire to accomplish. We have been promised by the Elder Gods to be awakened at death and not left to the horrors of the slow destruction of the Dream Sharing. We have been promised astral illumination and assistance in exchange for our loyalty on earth. This has been promised to all who serve the Temple with loyalty and this promise has been kept throughout all of recorded time.

Yet how can a Living Vampire profess loyalty to the Undead when he has not seen Their Glory? It is true that in Vampiric Communion the Undead present Themselves and draw off the sacrifice of Lifeforce. It is true that Those Who Have Risen will walk amongst us in physical bodies of Their choosing. It is true that the Gates of Power will dart through the night skies and been seen by thousands as "HFOs". Yet how can an Outer Temple member truly offer loyalty and service when there lingers doubt?

You must rise from death into life. You must rise from the ~~sub~~ of the body to the realm of living power. Then only will ~~you~~ know the reality of these things. Then only will you meet ~~the~~ Elder Gods on Their Own level. You must learn to ~~wake~~ out of the body and know, absolutely know, the truth of ~~the~~ ancient ways.

It is helpful to realize that each time you sleep and dream, even ~~if~~ you seldom remember dreaming, you are already apart from ~~the~~ physical. The experience is common of suddenly falling and ~~wake~~ning. This is only because you did fall. You fell back ~~to~~ your body. Dizziness from spinning or suddenly ~~changing~~ a constant direction also slightly causes astral ~~projection~~ from the physical. Yet if you simply consider the ~~fact~~ that you only need to awaken while you are out of the body ~~during~~ a dream, then the effort will decrease.

To begin the effort there is an important practice called:

Flying The Dragon

As you go to sleep you shall as vividly as possible imagine ~~that~~ you are first flying around your bedchamber and then ~~passing~~ through a window or door to fly over the roof of your ~~home~~ to any pre-designated victim for Vampirism.

It is important that you experience this as if you were behind ~~your~~ eyes in the flying astral body. Feel the sensations of the ~~body~~ moving around you. Hear the sounds you would normally ~~hear~~ from that location. Notice colors, shadows, other people, ~~things~~, etc.

Select a victim who would react to your presence in a manner that excites and pleases you. The target victim will therefore attract you emotionally and aid in this work.

Practice this pleasurable exercise every time you go to sleep. There is no excuse for laziness here! You must sleep anyway so use the time most humans will go unconscious to become more than human.

As you pursue this effort you will usually first notice an increase in dreams of flying and falling. Then will come false awakenings where you believe you have awakened in the physical but soon realize you are still dreaming.

Many humans believe they have had out-of-body experiences. Usually they have had dreamlike experiences. As a Vampire you are seeking full consciousness and this will come as you feed upon the refined Life force of your chosen victim while on an astral hunt.

We will be watching.



The Vampiric God

Today when a thinking person asks a human clergyman to explain the existence of God, he receives the same mental dodge, the same theological con game that human religion has continued to foist on humanity from time immemorial. The answer always given by these men of the cloth (read: men of wit) is, "We must have faith." Faith is the answer. Faith is the method. But what most of these religious fools fail to see or admit is that faith is also the problem.

What is faith? Why is faith the final answer given in any intelligent search for the meaning of the word God outside Vampirism?

Faith is, quite simply, choosing to believe something without any reason to do so. Faith is not hope. A hope is a simple wish that things be a certain desired way. When a person hopes something is true, he doesn't think he already knows it is true. He only desires it to be true.

Faith is not positive thinking or positive expectation. Hoping to look only on the good side of things requires that there exist some "good side" that we can know about. If there is no good side to turn to, we cannot "think positive" unless we stretch the meaning to absurd lengths! Neither is faith a positive expectation that things might change for the better. No, an example of faith in this context would require that you believe that things will change for the better without having any reason to do so.

If you have some reason to believe in something, you do not have faith. Faith requires the total absence of reason. I like to give the following definition for faith. Faith is the monkey wrench tossed into the machinery of the mind that stops the production of the certainty of knowledge.

What? I am saying that faith destroys knowledge? Yes, that is precisely right. Further, faith undercuts the possibility of ever knowing anything.

Why is this so? Consider exactly what human religions demand of you when they require that you "have faith" in God.

First, to have faith in God you have to abandon your ability to judge the facts of reality. Judgment is an evaluation of the facts and faith is simply believing without any facts.

Second, you have to ignore any further facts that show that there is no God. We will explore a little later the many arguments used by theologians to attempt to defend the existence of God. At heart they all end asking you to "just believe" whether it makes sense or not.

What is the result of choosing to believe in something without any evidence and even in the face of evidence against it? The major psychological result is that you must then, on some deep level of your mind, never trust your judgment about anything else ever again. After all, if you make any exception to using reason to decide what is real or unreal, then just how can you test anything else in this huge universe as to its existence or nonexistence? What will you use to decide the ultimate truth of anything if your mind is not to be trusted on the issue of the reality of God? God is supposed to have made everything that

That means that God would be the most real of anything since he started everything.

So if you know that God exists in defiance of your mind, how can you trust your mind about bus stations and skyscrapers and medical diagnoses? Where should your faith stop and your reason begin?

Human religious fanatics tell you that at least when it comes to God you must park your mind somewhere and simply believe. Why? Because their book says you should. How do you know you can trust this book? Because it is the "Word of God." How do you know it is the "Word of God?" Because God said so in the book. But how do I know God really said this? You must have faith."

So there you are. Your mind is frozen by the demand to stop, to go on "hold." Believe because we tell you to believe. And if you do, on fundamental levels of consciousness you never know exactly what to believe or disbelieve ever again. You have tossed away your anchor to reality and are set adrift on the seas of emotional whim and religious tyranny. You forever cease to know with certainty if anything is true or false.

If there were such a God and since this God can suspend the laws of nature at will, nothing is ever truly predictable again. You just never know when God might pass another miracle and your corn flakes will turn into asphalt or your overcoat will become a nightclub. Faith in the existence of God is a blank check to the psycho ward. Only the totally hallucinating psychotic truly lives from faith. Only the lunatic has fully undercut his trust in his mind to decide what is real. Only a

psychotic could be a non-hypocritical Christian, Islamic, Jew or Buddhist living by faith.

Opposing this mental dead-end, Vampirism cuts through the confusion and hypocrisy of the centuries with the simple declaration of what God is. The Vampiric definition of God is simply that God is the supreme being in your life.

That's all. God is the most important person or thing in your life. Therefore, if money is more important to you than anything else, if you would be willing to give up anything, even your life, for money, then money is your God. If your country is the number one most important entity in your world, then your country is your God. If your child is the most important entity in your universe, if you would literally do anything for your child, then your child is your God.

Therefore, there are as many Gods as there are people. Each person has a different God he or she worships. Each individual has something or someone that is the most important entity for that individual and that is their God.

Recognizing this, Vampirism goes yet another step with stating that deciding just who or what is the most important entity in your life is a choice. You choose your God.

If your spouse is your God, and you act as a mindless slave to any whim, no matter how silly or self-defeating, if you always place your spouse's desires ahead of your own or anyone else's, then he or she is your God and you are the one who chose that God. If your job is your God and you do whatever the company tells you to, if you give up vacation time, run thankless errands, work overtime without compensation,

— In your job is your God and you are the person who chose
— God. vampirism tells you that since you choose your God,
— makes sense to choose carefully and choose well.

— A, even at this point some persons will protest. "God isn't
— the most important person or thing in your life!" They
— I argue that, "God can do miracles. That's why He's God!
— If your 'God' can't do miracles then he isn't God."

— The truth is, however, that it isn't power that decides godhood.
— A miracle is just a very powerful act usually ascribed to God.
— His view of God is based on very primitive thinking. An
— entity with more power than you is not automatically a god.

— Suppose for a moment that an alien being from another world
— landed here on earth with a vastly superior technology. Let's
— suppose that his machines would be so ahead of our own that
— what he could do would be indistinguishable from miracles to
— us. Would you declare that the alien was God? Certainly not!
— I suppose that a thug burst into your living room
— brandishing a shotgun. He would have more power than you
— but you wouldn't make him your God.

— You wouldn't do this because you would realize that merely
— because someone or something is stronger or more powerful
— than you are does not mean they are worthy of your deciding
— that they are gods! This is why the presence or absence of
— miracles has nothing to do with choosing who or what is your
— God. We all have strengths and power in certain situations.
— An adult has more overall power than a child. A man driving
— a car has more power than a man riding a horse. Power is not
— an issue of godhood. It is a separate issue entirely. You don't
— have to be able to perform miracles to be a god.

This traditional argument for defining God by his ability to perform miracles, by his exercise of power, is reference to the quality of omnipotence. Another characteristic commonly ascribed to God throughout much of human history is omniscience. God knows everything past, present and future. God is "all-knowing."

Yet the same problem arises when we examine what it means to choose your God based upon his degree of knowledge. When you were in school you probably did not believe your teachers were God although they knew far more than you did. Small children usually make this mistake in ascribing godlike powers to their parents. Much of what goes on in adolescence results from the child breaking free from the false identification of their parents as God, seeing their faults and gradually learning they can't blame these former gods for the faults of the entire world.

Later we will deal with the three traditional characteristics of omnipotence, omniscience and omnipresence commonly ascribed to God and show why there is an internal contradiction. The point here is that power and knowledge are not useful standards to decide who or what you choose to be god in your own life. Vampirism recognizes that all humans do choose a god. Even the atheist has made a god of atheism if there is nothing more important in his life. The fanatical communist made communism (or Marx or Lenin) as his god. The patriotic American has made Washington or Lincoln or the flag or another national symbol or figure his god. A good test to decide who or what is a man's god is to attack it, even symbolically. Many humans have died by spitting on a flag because there were some worshippers of that god nearby.

Furthermore, humans are seldom pure monotheists. Humans often have a hierarchy of gods from the number one biggest big top god down to little demigods. A Christian fanatic may see Jesus as his number one god, but his physical Bible can often run a close second. A cross might be third and the list will continue downward to the local territorial football team and finally to his dog, wife and children, often in that order.

Vampirism tells you that when it comes to choosing your God to choose yourself.

To choose yourself as your own god aligns all of your religious conditioning in your favor instead of against you. Whereas before, when the choice of a god was the choice of a master, the Vampiric God makes you the master.

The power behind accepting yourself as your own god, of posing to be the supreme being in your life, comes from the fact that it is actually a conscious recognition of the reality of things. Every person already treats himself as the god in his own life. All human acts are selfish.

All.

The Vampire-created Christian religion long recognized this fact of human nature being selfish and branded it "evil." Human beings, however, always act out of selfish desire even if it may not at first appear that they do so. As I often say to critics, even Santa Claus would not come down the chimney on Christmas if it didn't make him ho, ho, ho! If a man gives up his life to save his child from a burning building it is a selfish act. The man selfishly wants the child to live and selfishly

values the life of that child so much that he cannot consider living without the child.

Because the churches have named selfishness "evil," they call altruism "good." The problem with altruism, however, is that it is impossible to practice! Since altruism is trying to live your life for others and not yourself, to be truly unselfish a person would have to act without any motivation at all. Even the human "saints" of the Christian religion who suffered and died for "the glory of God" did so because they selfishly wanted to please God! For their acts to have been unselfish, they would have had to suffer and die without knowing why. The Biblical story of Job makes this clear. Thus only victims of floods, storms and traffic accidents are unselfish because they die for no reason at all.

This is, of course, absurd. Human beings only act because there is some reason to act. To be "good" by the Christian definition is therefore impossible. By placing human beings in an impossible situation, every act they commit creates guilt that can be used to enslave them. Thus the Vampire Masters who devised the modern monotheistic religions achieved an exalted perfection in the creation of the Christian religion. In Christianity, what is pro-human is "evil" and what is antihuman is "good."

The Christians do not deny this. They brand humanity as "evil" for that very reason, because humanity is the way it is. The human Christian dupes cannot understand that the Christian standards of good and evil are wrong. The Christians standards are wrong because they do not match up with the facts of reality.

This is, again, why Vampirism is the opposite from Christianity and all other death-worshipping religions of the world that we created. We respect the nature of man as he is and declare that the individual should consciously choose himself to be God. This is the Heart of Vampirism.

In this choice, the freedom and power of being God comes not so much from the new attitude, but by abandoning the old inhuman attitude. Since we all continuously act as God in our own lives, it is the hardest thing in the world to try to act exactly against our own nature. Acting selfishly means being able to act. There is nothing ever done without personal motivation. The impossible altruistic ideal of Christianity, if somehow pursued, would kill off the human race because no one would ever do anything again!

It requires effort to stay alive. It requires active choices. It requires selfish motivation because there is no such thing as "unselfish motivation." A catatonic schizophrenic in the psychiatric ward does not move nor even blink. He stares blankly ahead and would die of thirst or exposure if selfishly motivated hospital personnel did not care for him. The catatonic has no motivation. The catatonic is a dead lump of flesh. The catatonic, if he were able to do something in his psychotic state, would be a true Christian saint.

The liberating effect of no longer trying to act against our nature is the core of Vampiric self-esteem. By dropping the chains that have bound human beings to the prison of self-condemnation for thousands of years, the Vampire is free to be what he is: a God in his own universe. Self-esteem has been recognized as pivotally important for good mental health. Self-esteem has two components: the sense of feeling competent

to handle the problems of life and a feeling of worthiness to enjoy the pleasures of life. The Vampire, who is the Vampiric God, knows that he is free to enjoy life without guilt. This freedom enables him to treat the facts of reality honestly so that he can acquire the skills needed to deal with life's challenges.

The supreme state of self-esteem is to know that you are God.

The outcome of the Christian viewpoint is guilt, not self-esteem. Since the Christian is doomed to condemn his every act as selfish, he must hypocritically attempt to deny this fact. The Christian who works at a soup kitchen and secretly despises the derelicts who will do nothing of value in the world, feels guilt over this secret judgment. He also feels very righteous, a forbidden benefit of good works. The Christian must pray to his god and beg to be excused for thinking and judging. After all, only God is allowed to judge!

Thus guilt and inner human torment is the most direct outcome of not choosing your own self as God. The Adam and Eve story in Genesis states it yet again. God made humans curious and desirous of knowledge. Then when the first two people acted according to their nature, they were condemned and sentenced to death.

This is, of course, the real danger with choosing any god external to yourself. The chances are extremely good that eventually the external god will not want the same things for you that you want yourself. Adam and Eve wanted knowledge but God "had a plan." Human Christian dupes have been carrying out that plan for two thousand years with the longest sustained reign of psychic terror in recorded history. A very successful religion for retaining slaves.

The Vampire proclaims, "Empower yourself! Cast off the weight of the centuries and celebrate your life!" The Vampiric life is no longer to choose to be a slave, no longer to choose to have anyone above you, to choose the ultimate level of self-esteem and declare yourself your own God.

What if you're wrong?" the Christian mortal cries out, unsettled by the facts already presented. "What if there is a God anyway and He decides that your ideas aren't important? What then? Do you want to go to hell?"

The Vampiric reply is simple. Fundamentally, it doesn't matter whether there exists such a god or not! Let's suppose that every sane person's worst nightmare came true and the "Lord God Jehovah," the God of wrath and insecurity we created, does exist after all. Then it would be no different from what life has been for any suppressed people living under the cruel oppression of an insane dictator. What would you do if you lived in Nazi Germany? What would you do if you lived during the Spanish Inquisition? What would you do if you were black and the Ku Klux Klan came to your door in the dead of night, torches blazing and a thick, strong noose held in their hands?

As sentient beings have always done, you would do two things. First, you would not choose to worship this supreme evil force in your life because, as a selfish god in your own world, you would recognize that this force was anti-you. Second, you would cope and resist. You would not throw away your life unless it no longer seemed worthwhile due to the great evils being inflicted upon you. You also would look for ways to take power over that evil force.

Thus if there were such an evil god as described in the Christian Bible, most people would align themselves as Vampires in their deepest thoughts and most honest actions. They would deny that this "God" was their god, and continue to act in their own rational self-interest as selfish, self-centered beings.

However, all of this is academic because a true Vampire knows for a fact that such a god is impossible, as We will next prove.

The Vampire knows that no external, infinite god is possible. The Vampire is a rational atheist toward the existence of any such external god. Please note I did not say that the Vampire believes there is no such thing as God. I said that he knows it. He has proven it to himself.

The fact that the Vampire knows that the great supernatural God is impossible gives the Vampiric God, the Vampire, a quality that even the mythological human gods lack. The Vampire is greater than the external gods of myth because the human gods must believe in the Vampire but the Vampire does not believe in them. The Vampire's knowledge places him in a universe of experience without the "all-seeing eye" of any such god who does not exist. This allows the Vampire to be the true master of his own life.

But, again, let's suppose that the proofs of the Vampiric "creative atheism" are shown to be flawed. Let's suppose that We are wrong.

Then I would suggest that the choice of atheism toward an external god would be the right choice anyway. Why? Because creative atheism will enable you to think and act with far

greater freedom than the human slaves of any believed-in god
could. Creative atheism grants you a power of freedom
the sheep of the human religions can never hope to
understand nor achieve. Even if we are wrong, the choice of no
but yourself allows you to live the life of a master instead
of a slave.

However, the truth remains that the great external "God of our
fathers" is no more real than the ogres of our fairy tales. Now
we shall examine the reasons that prove this fact.

Apart from Vampirism there have been only contradictory
descriptions of qualities attributed to God. Consider it! The
human religions of the world have not only failed to tell us
truly what God is, but they couldn't even give us a rational
description of the characteristics of God. The God they would
say for was so hard to comprehend that they couldn't even give
a comprehensible rough sketch!

One of the most common descriptions of their nonexistent God
is that God is infinite. What does it mean to be infinite?
First, to be infinite means that there is no limit to your size.
God, as an infinite being, exists everywhere and as everything.
This is another way of saying that God has no specific
qualities.

To have specific qualities would mean that you lack other
specific qualities and are therefore not infinite. To be infinite
is to have all qualities. Therefore, to have all qualities is to
have no specific qualities to allow you to be identified at all.
In other words, to have no specific qualities, to be nothing in
particular, is not to be.

Compare this to a table for example. A table exists and it has specific qualities. It might be broken, hard and have four legs. These qualities can be identified so that you can look for a table among other things that exist and say, "Ah, yes. This has all the qualities of a table and therefore that is what it is." With God, however, you have no such luxury. Since God is infinite, God is that table, and the lamp, and the chair and anything else you could ever hope to know about. This is another way of saying that God is reality. Of course, why call reality "God"? Reality is simply reality.

We rely upon the Law of Identity so as to use reason. The Law of Identity simply says that a thing is what it is, that A is A. The Law of Identity relies upon the fact that in order for a thing to exist there must be certain unique characteristics about it to distinguish it from other things. There must exist an identity boundary. God, being infinite, has no identity boundary and contradicts the foundation of reason.

Since God cannot be identified, God is not an entity that exists. To be, means to be something specific, something in particular. Since God is everything, God violates this most fundamental of all laws of logic and reason and therefore is nonexistent. To believe in an infinite God, then, is to reject reason and logic and to condemn yourself to never knowing anything for certain. To know anything requires the use of reason. If reason is violated, nothing can ever be known. All that then remains is raw experience without a means to classify and evaluate the experience.

Another common characteristic used to describe God is to claim that God is "pure spirit." What is "pure spirit?" Well spirit is held here not to mean the mind or emotions as a subjective

"eternal" experience. No, the Christian mystics mean something that is not material, not physical nor mental. For spirit is something other than anything you can ever know about directly. In other words, to say that God is "pure spirit" is to say that God is something you can't ever know about; that God is unknowable.

It is vitally important that you understand that the word "unknowable" does not mean something you haven't discovered. It means something you can never discover nor identify. Of course, the question immediately comes to mind that if God can never be known, what makes the mystic think God exists? Do you know what the reply is? If you guessed "faith" you are right again!

The flaw in this reasoning about God being "pure spirit" is the fact that consciousness (spirit) can exist without any form or body. Consciousness is a process of the mind involved in identifying and classifying the facts of reality. Consciousness is a process, an action. What the human clergy want you to believe is that there is an action, God, which lacks an actor, a physical body. They do not merely expect you to believe in a ghost. They want you to believe in a ghost no one will ever see any reason to believe is there! It would be like hearing about a haunted house somewhere. You ask who has seen the ghost and you are told no one has ever seen any ghost at all. You ask why they think it is haunted and they tell you it is because the ghost said so. You ask how the ghost could tell anyone about itself if no one ever saw the ghost and they show you a book. You ask why they believe the book and they tell you because the book says they should.

And this level of mental paralysis is what was held by Christian theologians for centuries to be sublime! The Vampire simply considers it stupid.

Other definitions of God mention that God is omnipotent (all-powerful) and omniscient (all-knowing). To be omnipotent means that God can do anything. God has totally unrestricted action. He can defy the laws of physics at will. God can make anything do anything and make anything become anything else.

This is, again, a total violation of the Law of Identity and undercuts reason and knowledge. In order for God to do anything, God would have to be able to make entities act in ways that are in defiance of their individual characteristics. To make a rock fly in the air, God would have to suspend the characteristics of a rock that do not include the ability to fly. In other words, the rock would cease to be a rock since the qualities of an entity determine what it is.

Furthermore, if God is omnipotent then anything is possible. If anything is possible, then reality is unknowable. If reality is unknowable, then you can never know about God (or even about having faith in God!). Therefore, the idea of omnipotence undercuts reason, knowledge and even the existence of God based upon the faith of the human mystics!

Add the quality of omniscience and the situation worsens. Omniscience means to know everything in the past, the present and the future. To already know everything, then everything must be fated or predetermined. If all the actions of every entity in the universe are already preordained, then it is impossible for anyone to change that fate, including God.

Therefore, omniscience makes omnipotence impossible for God. If God already knows everything then he cannot do anything to change it and that means that God is not omnipotent. If God is omnipotent then he can do anything anywhere and that means he cannot know with certainty his own future actions and that means God is not omniscient.

Of course the response from the human mystics is not to question, not to think, but to "have faith."

Another description of God is that God is all good. The reason God must be good is simply because the alternative of a malicious, evil God has proven too terrifying for humans. Curiously enough, an objective reading of the Christian Bible gives the reader with the clear understanding that the Christian God is evil to humans but that is beside the point here).

What does it mean to be "all good?" The word "good" refers only to a moral choice. "Good" can only exist since there is also a choice available for doing "evil." But to be "all good" is to say that God's nature does not leave him any choice. If there is an apparent choice, God must choose "good."

In other words, God is like a machine when it comes to moral issues. The problem here is that it is only when you have a choice that there is any meaning to the word "good." Since God has no choice in the matter, good and evil do not exist for him. God would be like a preprogrammed robot. You would not say that a robot was "good" if he simply followed his programming. You would say that the robot had no choice and if God is "all good" neither does God have a choice.

By the way, if God can only make "good" choices then he also can't be omnipotent, since an all-powerful God should be able to do evil acts as well, and God can't.

Finally, the question still arises that if God is "all good," then why does he permit "evil" in the world? After a personal tragedy, the suffering human will commonly ask his religious minister why God let this horrible death happen. The usual reply is (you guessed it) "have faith."

The honest answer to this is actually four possibilities all of which prove there is no God.

First, God permits evil in the world because he is too weak to stop it. Therefore, he is not omnipotent and is not God.

Second, God has the power to prevent evil but won't stop it. Therefore, because God permits evil acts in the world, God is not "all good" and is not God.

Third, God is too weak to prevent evil and wouldn't prevent evil if he could. Therefore, he is not omnipotent nor "all good" and is not God.

Fourth, God is both capable of preventing evil and has the power to do so. But since there is evil in the world then there is no God!

The human religious answer to this rational examination of the facts of the matter has traditionally come from a school of thought known as "negative theology." This viewpoint says that God is beyond all human understanding and that any quality ascribed to God must be rejected because it limits God.

→ God cannot be limited by the mere mind of man. You cannot say that God is all good because that prevents God from being more than that. You cannot say that God is all evil because that limits him as well. You cannot say that God is limited because that limits him from not being omnipotent. You can't say that God is limited because that limits him from being omnipotent.

Of course the result of this ploy is totally to undercut man's mind, which is the goal of all theology created to control man. All the slaves of humanity need to do then is to "have faith" in a God about which nothing can be said or thought or known. "Have faith" because you should. And so they do.

When the human theologians threw up their hands in despair at their failure to rationally define either God or his characteristics, they turned to arguments to support the idea that there must be a God even if men could not rationally describe him. One very popular argument is the so-called "First Cause Argument." It suggests that since there is a universe around us, someone must have created it. Therefore there must be a creator we call God.

Of course, the blunt answer to this fuzzy thinking is the question, "But who created God?" After all, if the universe demands a creator, so must God. Maybe a super-God created God and then we have to ask who created the super-God. An extra-super-God? If no one needed to create God then no one needed to create the universe either.

This leads to another point. The idea there was a God who created the universe implies that there was a time before the creation of the universe. The fact is, time is a part of the

universe since the universe is composed of a space-time fabric. Time presupposes entities in motion. The universe is composed of those entities. Therefore, the idea that there could be time without a universe is absurd. Time exists within the universe and if there was no universe, neither would there be any time for God to create it. (The "Big Bang" theory, which grew directly from the religious expectations of human scientists who should have known better, has already been disproven. Fortunately, it will take another generation before the current spokesmen of human physics and cosmology die out and the new observations of an eternal and infinite universe are popularly accepted).

The "Argument from Design" has its proponents throughout history as well. It was quite popular among the deists who formed the United States. This argument suggests that since the material universe has order, then there must have been some Grand Designer (God) who set up that order.

Of course the refuting question is what alternative is there to a universe of order? A universe of chaos? In a universe of chaos there would be no sentient beings present to ask who made the universe ordered and lawful. The only universe that could have life would require order. There is no universe possible in which someone could ask who designed it in an orderly fashion unless order was necessary and not arbitrary.

Therefore there is no need for a Grand Designer named God.

The "Argument from Life" is a very popular one these days. It suggests that life could not have arisen by chance and therefore there must have been a creator of life we call God.

By now you are probably seeing the similarity in the flaws with these arguments. Life is, after all, just a particular form of order in the universe and so the refutation to the "Argument from Order" applies. However, there is another issue here that should be addressed as well. The idea of chance does not apply to the existence of things in reality.

Chance is an issue of epistemology (which deals with how we know what we know) and pertains only to whether an individual is ignorant of some information or not. When someone flips a coin, chance decides the probability that it comes up heads fifty percent of the time. However, if the individual had access to all the information concerning the coin flip (such as the weight of the coin, the distance traveled, the force applied to the coin, etc.) then that individual could know with absolute certainty whether the coin would land heads or tails every time it was tossed. "Chance" refers only to the fact that these bits of information are not known to the person watching the coin flip. Chance is a method of describing prediction not the likelihood of existence!

In the same way, the appearance of life on earth has nothing to do with chance. It either exists or it doesn't. If there was no possibility for life and it existed, then the argument for God would have some weight. Of course if something impossible happens due to supernatural intervention, then reason goes out the window and nothing can ever be known, not even "faith." Thus the supernatural is the impossible. (From this it also should be obvious that for magic to be possible it must somehow not be supernatural, but an application of hidden natural laws).

Not long ago I was discussing some implications of quantum theory for the structure of reality when a human friend suddenly perked up and remarked that maybe this could permit the existence of God. Although this hope died quickly for him as I explained the full context of the issue, the thought came to me then how interesting it is to see the emotional drive human beings now have to possess an external god. The reason they want an external god so badly that they have ignored the facts of reality for over six thousand years is a testimony to the excellence of Empiric manipulation during that same length of time!

The earliest origin for an external god comes out of the explanations primitive man had for the mysterious forces that surrounded his daily life. He would attribute an unusual or mysterious occurrence to some "god" who ruled that thing. Therefore there was a god of lightning who would cast thunderbolts through the stormy skies. There was a god of fire who created and ruled the raging inferno of a forest fire. There was a god of the river who would push the man's raft downstream. There was a god behind all of the natural forces that later mankind would define through science.

Early religions were polytheistic, possessing many gods. The Babylonians, the Egyptians, the Mayans all had numerous gods and goddesses to characterize the many mysteries of their world. All these gods had similarities in that they were more powerful and knowledgeable than humans. No human could stand up to a thunderbolt cast down from heaven or survive in a forest fire nor stand against a cascading river. These gods were certainly more knowledgeable than humans. Even then, human beings understood that knowledge is power.

Thus the early gods served as labels for mysteries because mankind simply did not understand why things were as they were. They could only assume that all actions must have an actor behind them and that these actors (gods) were more powerful and wiser than they were. Of course, the Vampire rulers of earth often used this superstitious error in thinking to assume the roles of those nonexistent gods.

As man matured and began to find the answers behind natural phenomena under Our guidance it was certain that the number of gods would shrink. It was inevitable that the god of lightning would pass into oblivion as men understood the nature of electricity. It was inevitable that the god of fire would give way to thermodynamics and the god of rivers to fluid mechanics.

At the tradition of the priestcrafts, the con-game of the human monarchs would not so easily fade away. We did not desire it to do so. The human clergy was influenced to decide that if limited gods, gods with only some power and some wisdom were vanishing, then they could look to an unlimited god, a god of the entire universe.

Thus the god of lightning became the god of everything. Whereas the god of lightning had limited powers, the god of everything had unlimited powers. Whereas the god of lightning had limited knowledge, the god of everything had unlimited knowledge.

After all, these self-serving priests came to see that if the god of lightning created lightning, then the god of the universe must have created the entire universe. These early religionists did not realize the flaws in this thinking would become obvious to

any truly thinking being. They did not anticipate that the growth of science and technology would enable ordinary human men and women to do things that even their old gods could not achieve.

They only knew that if they demanded faith and worship, they could enslave the world in the name of their God. And so they did under the guiding Vampiric hand, giving mankind the pleasures of the Dark Ages, and centuries of mindless wars. This rape of the human mind ensured that human beings would remain slaves even as they futilely reached for the stars. And so it has been to this very day.

The Vampire, however, rejects this slave mentality. Instead, the Vampire glories in his own being and carnal nature as the only true God in his own universe. The Vampire recognizes that as he is, limited in power and knowledge, he is the only true God worthy of the name and worthy of worship.

The Vampire can prove the existence of his God. He sees his God in the mirror. His God reaches out his hand to touch the pleasures and materials of his universe. The Vampire trusts his God to fully and forever support his every need and desire as a living being.

In Vampirism, the Vampiric God is

YOU.

The Vampiric Philosophy

*"I recognize the difference between
the worlds of truth and fantasy"*

- The Vampire Creed

There are two kinds of people in the world. There are the people who will realize the importance of philosophy in their lives and there are the stupid.

For too many years, philosophy has been condemned by the popular opinion of the human herd to be chained within the airy ivory towers of major academic institutions. The idiotic "man on the street" thinks that philosophy has nothing to do with the real world. Most humans believe that philosophy consists of nothing but the useless verbal meandering of aged professors who are held in contempt for their inability to hold down a "real" job out in the "real" world. Most humans think that philosophy is a silly game.

These are the same people who believe that "wishing will make it so" or will tell you that ignoring a fact of reality will make it go away. These are the same individuals who will assert that they do not waste their time thinking about life because they are so practical. And, yes, these are the same slaves who are senselessly exploited every moment of their lives by those who do think and plan and act, we who are the Vampires.

Everyone has a philosophy of life. Denying it does not negate it. Those who deny they have a philosophy of life are only

following the worst possible of all philosophies, the one whose tenets are held unconsciously. The victim of physical blindness is aware of his lack and normally makes efforts to cope with the world of darkness which surrounds him. The victim of mental blindness thrashes recklessly through life, denying that he cannot see what he is doing, where he is going, why he is going there and how he will know that he has arrived when he is there. The physically blind man will normally deal with the fact that he cannot see and will learn about the environment by other means. The mentally blind man will deny that there is any reason to try to understand things at all.

Everyone has a philosophy of life. To deny this requires a philosophy which holds such a view! There is no escape. There is only the hope of holding an enlightened philosophy that makes conscious sense instead of holding to a blinded philosophy that makes little or no sense at all. It is either light or darkness. It is either truth or fraud. It is either Lucifer ... or Goofy.

All philosophies can be broken down into five segments, building on the other to form the entire hierarchical structure. These five segments are: metaphysics, epistemology, ethics, politics and art.

At the base is metaphysics that is concerned with the nature of reality.

The individual who follows an unconscious set of philosophical principles might believe that asking questions about what is real is absurd. Such a viewpoint has taken a metaphysical stance that reality is self-evident and does not require any definition. The Empiric metaphysics simply says that ALL experience is real and, further, that the idea of

Something being "unreal" is an error. Let me explain this better
cause without a firm grasp of metaphysics, a philosophy has
no firm foundation.

Is a dream real? Vampiric metaphysics says yes. A dream is
something that you can experience and is therefore real.

If you protest and say, "Wait a minute! A dream isn't real!"
then you need to consider what you think a dream is. Does a
dream exist? If it doesn't exist, how do you know about it?
The only thing that doesn't exist, that isn't real, is something
either you nor anyone else can ever experience or know about
in any way.

So the Vampiric challenge is to ask yourself to please name
something that you nor anyone else can never experience or
know about!

Of course this is impossible. If you know about it enough to
name it, then it exists; it is real.

This important idea requires that you understand that the word
"real" is redundant. There is nothing that is "unreal" to
compare to reality. Let me give you another more concrete
example.

Suppose someone telephoned you and said, "We just dumped a
ton of wet concrete into your living room." You rush into your
living room but you find it undisturbed in any way. You go
back to the telephone and shout, "What is this, some kind of
stupid joke?" and slam down the phone in anger.

Did the concrete exist or not?

Yes it did. The concrete existed as an experience in your mind. It was a real enough experience to cause you to rush breathlessly into your living room to look for the damage and to respond with anger on the telephone. If you claim that the mental idea of "concrete in your living room" isn't real, and doesn't exist, then my question to you is, "As opposed to what?" Just what is this "unreality" you are describing?

Most people use the word "real" only to describe physical objects. The philosophical school of materialism, so popular in the nineteenth century, held that only physical objects were real and that mental or emotional experiences were somehow unreal. Of course that left the materialists in the uncomfortable position of having to deny that their minds (which possessed the notion of the philosophy of materialism) existed. Further, such individuals were placed in the embarrassing position of having to deny technically that they could think at all since thoughts did not exist for them either. They couldn't even gripe about the situation because emotions were supposedly no more real to them than ideas. (This period in human philosophical development served as no small source of amusement to the Bampton community at the time).

The problem is that the common sense unconsciously-held philosophy of most people today is mostly that of materialism as far as their metaphysics are concerned. Most common men believe that if it isn't physical it isn't real and this damns their thinking and feeling to a quasi-unreal state of second-rate semi-existence. No one denies that they think or have emotions but they do deny that their ideas and feelings are "as real" as concrete or rocks or automobiles.

Empiric metaphysics drops all this nonsense and returns to the evidence of the only reality that is: everything! All experience is real. Thoughts are as real as frogs and emotions are as real as islands. For the Empiric metaphysician, fantasy is not separate from reality because there is no "unreality" at all! "Unreal" is a meaningless word. "Unreality" doesn't exist.

Yet most fools will still bandy about such phrases as "my reality", "your reality", "multiple realities", etc. Please understand that reality is everything that exists - all possible experience. In order for there to be another reality, there would have to be a reality that doesn't exist!

The greatest offenders in this cesspool of illogic are found in the so-called "New Age" movement. Here we find authors who discuss "creating your own reality" and demonstrating by such absurd self-contradictory drivel that they have no grasp of the meanings of any of the words they are using.

Here we finally touch upon the heart of the entire philosophical issue. Today, as it has been throughout all of human history (with rare exceptions) people use words the same way that a rich digger uses dirt; it just keeps on getting piled up higher and higher while we go deeper and deeper into a dark hole. Most attempts among human beings at communication are doomed to utter failure because most humans have not yet learned that language involves the accurate use of words with specific definitions. Instead, most people use words to make wishes. Somehow you are supposed to know what they're "getting at". "You know" is the most commonly used phrase in the English language and a total condemnation of the

prehumans who use it to precede and follow their every misuse of what could have been language.

"You know, that's what I mean, you know."

"You know, my dreams just aren't real, you know."

"You know, vampirism is a weird kinda thing, you know."

No, I don't know! And neither do the numbling morons merely eternally upon sound without meaning to convey something their nebulous, ill-formed ideas. To use words is to use symbols that ultimately stand for experience. To achieve true understanding of a conscious philosophy requires the use of words, not noise.

Such an observation, by the way, leads us into the second segment of philosophy: epistemology. Epistemology is concerned with exactly how it is that living beings know about reality or, to put it more directly, how we know what we know.

Until a little over two thousand years ago, we didn't know how we acquired knowledge. It wasn't until the ancient Greek philosopher and vampire, Aristotle, identified the laws of logic. He revealed the principles that demonstrated that reason is the only means to acquire knowledge. Reason and not reason.

How do we know this? How do we know that reason is the only means to acquiring knowledge? The answer is found again in definition.

Reason is the non-contradictory identification of the elements of experience. I will have much more to say about reason on the issue of epistemology in a future teaching on reason, but

Now simply consider that there is no sane alternative to reason for acquiring knowledge. After all, if reason is "non-contradictory" then any other suggested methods to acquire knowledge must be contradictory! Such an alternative would "prove" a fact by finding evidence that disputes it! For example, such a situation would require that if a policeman arrested you for a crime, then evidence that you didn't commit the crime could be used to prove you did! Reason, instead, demands that the evidence is non-contradictory. The idea that something other than reason could apply to discovering the truth about any situation is obviously insane.

Therefore, epistemology is concerned with how we discover the truth about anything and the Vampire philosophy states that reason and only reason can find the truth.

Yet most people do not agree. They believe that there are alternatives to reason. They believe there is an escape hatch from logic. Usually they call this shortcut to truth "God" or "mystical experience" or "luck" or "feelings". But there is no shortcut to truth - only a short circuit for the mind. To accept an alternative to reason for acquiring knowledge is to reject reason altogether. You can't have your cake and eat it too! You either identify experience without contradiction or you try to identify experience with contradiction, which simply means you have not identified anything at all! Many people also believe that the claim of evil-doers to be logical (as the Nazis did) is evidence that logic is evil. Logic, however, is a tool. Many claim to use this tool but few actually do so.

The reasons why it is popular to undercut rationality with superstitious nonsense are explored in the teaching on the Vampire God. However, it only takes a moment of rational

thought to see that only someone wanting to evade the truth would strive so hard to undercut the ability to identify the truth. Vampirism is a philosophy dedicated to a total respect for the truth ... and damn anyone or anything that stands in the way. The truth is our standard. The truth is our banner. The truth and only the truth!

Ethics is the third segment of the philosophy of Vampirism. Ethics is concerned with what actions should a human being take in any particular situation and why? In any given situation is there a proper action for a person to take and how can you know what that correct action is?

The words "right" and "wrong" have been stolen from the vocabulary of the rational and now have come to mean their opposites. This is the direct result of the antihuman ethic of the Judeo-Christian philosophy the Undead created to better enslave humans. In that religious philosophy sacrifice is held to be "good" and rational self-interest is held to be "bad". These words, "good" and "bad", have become so soiled by the blood of millions of victims over the centuries that it is almost impossible to rescue these words for our use in their true meaning. THIS is the reason that Vampirism says that it has gone beyond good and evil, right and wrong. We had to. How can the Vampire explain that if selfishness is "bad" that all of the human family is "bad" since all human actions are motivated on some level out of self-interest? Or how can we get past the massive propaganda of our own creation that states that humankind suffers from "original sin" and is "evil"? How can Vampirism expect anyone to understand that if human beings are not evil, then the common usage of the words "evil", "good", "right", and "wrong" are all backwards, inverted?

Therefore, out of an awareness of this confusion we created, Vampires generally abstain from the use of these words. We have gone beyond "right and wrong" and "good and evil" because these words no longer denote anything, but have become part of the tools of the torturers and mass murderers of the centuries. Just as, in George Orwell's novel 1984, language had been redefined to mean what the dictators wanted, so too the old words of ethics have ceased to have rational meaning and must be discarded. Instead we must speak of "useful and useless" in the dim hope that just a few minds retain enough of the spark of reason to recognize what we truly mean.

Ethics has usually been tied to some supernatural source such as "God", but the Vampiric philosophy rejects this superstitious nonsense. The Vampiric ethics is based firmly upon what are the rational actions for an individual in any set of circumstances. Here context is everything. For example, in some circumstances it is wise for the Vampire to proclaim his views and in other situations he will remain silent. What will decide his choice? The Vampiric ethics demand that the choice is based upon what action will benefit the individual, furthering his aims as a person, or will, in a negative situation, cut his losses.

The Vampiric ethics are firmly based upon a total respect and ultimate value placed upon the individual's proper survival. These words are carefully chosen. Not just survival at any cost but proper survival. This requires that we define what kind of life is proper and we examine this issue in our examination regarding Sacrifice. Furthermore, we are interested in the Individual's life, not life for the good of all humans or other animals; not life for the good of the majority.

The issue of Vampiric ethics centers wholly upon the questions concerning the individual.

Finally, there are no groups, there are only the individuals. Groups are nothing more than several individuals. Life is experienced on an individual basis by the isolated person alone. To say "No man is an island" is to wallow in ignorance. Every man is an island, as is every woman and every child. We are born into this world alone, live our lives as individuals and, lacking Will, die in isolation. If your eyelids close to lower the final curtain upon the final act of your life, you will be alone behind those curtains as you have been alone all of your life.

The Vampiric philosophy does not despair of this individual isolation from others; it glories in it. Creative alienation is a source of Vampiric pride, for the Vampire finds not weakness but power in the reality of his separation. He finds personal strength in his uniqueness. He finds mastery in his citadel of self. After thousands and thousands of years of being taught self-hate and personal despair, the new Vampire rises from his lowly origin in the human herd, as mythic Prometheus rose against the will of the gods, and takes the fire of the heavens as his own. He proclaims that this is the Age of the Fire Harvest! This is the Age of the individual as God!

Yet so many critics have attacked the Vampiric ethics on the level of politics, since politics is involved with what should be the correct actions between men. Politics is, technically, a subset of ethics in that it is concerned with a code of actions although these are actions relating strictly to society. Politics is concerned with government. Should it exist or not? If it

should exist, then what is the best form of government? What are the purposes and limits of government?

Vampiric politics represents a clear-cut return to the political ideals expressed in the founding of the United States of America and its Constitution. The politics of Vampirism fully endorses the writings of Benjamin Franklin (a member of the Hellfire Club of Great Britain) as well as virtually every founding father (most of whom as high-ranking Masons, like Washington and Franklin, were linked to the 1776 Bavarian Illuminati). The symbols of Vampirism are found on every dollar bill, on the Presidential Great Seal and even on "Old Glory", the American flag. There is no doubt about it. The United States was directly founded by Vampires to promote the Vampiric ethical ideals of "life, liberty and the pursuit of happiness". It was a conscious attempt to improve the lot of human beings in preparation for the planned advances in technology and the Opening of the Outer Gates of Power.

Thus the politics of Vampirism endorses a democratic republic led by an enlightened leadership under the guidance of the Undead. To be specific, the Vampires who started the United States recognized the folly of permitting the national interest to be held in the hands of the uneducated masses and instituted a democracy based upon electing representatives of the people. These representatives, who were honest, knowledgeable and well-educated, were intended then to gather to decide upon the best course of action for the nation as a whole while defending in totality the rights of the individual. It was an important step in preparing for the introduction of the Industrial revolution to protect the masses. Every farmer guards his cattle from harm and the new experiment in governmental protection of the individual was for just this purpose.

The Bill of Rights is probably the most Vampiric document in existence today outside the specific writings of the Temple. It was the clear intention of the Vampires who created the United States government to enable citizens to have freedom of speech and freedom from religion. Current issues on such horrors as "prayer in school" point to attempts by some to smuggle the chains of religion back into this free, secular government. These attempts surface again from time to time as with the 1950s defacement of American currency with the inane motto "In God We Trust" (all others pay cash?) and the introduction into the Pledge of Allegiance of the words "under God". The propaganda attempts of fanatical Christians have succeeded to the extent that now "God", that most hideous of all anti-freedom myths, has become popularly associated with America. (Since these mouthings and posturing do not have a meaningful effect they have been tolerated).

But make no mistake about it. To read the Constitution and the Bill of Rights is to read the essence of the politics of Vampirism. We do not endorse equality for humans except under law. We do not endorse democracy for humans without elected representation. We are opposed to social anarchy and support individual freedom. We are opposed to unjust coercion and support human rights under Vampiric guidance. We hate mindless human tyranny and endorse enlightened leadership under Our Guiding Hand.

Thus the Vampiric politics are the essence of undefiled American government - undefiled by religion, ignorance and stupidity. Upheld by intelligence, courage and reason.

The fifth and final segment of the Vampiric philosophy concerns art. Art or aesthetics is concerned with presenting

sensory form the essence of an idea or emotion. There are many forms of art such as music, paintings, sculptures, etc., but art communicates a complicated idea or feeling in a direct way to the experience of the person so exposed. Describing in words what is meant by the word "freedom" may be difficult, but gazing upon the form of a bird in flight as captured by an artist's brush can summarize the essence at a glance. A general might speak for hours attempting to instill courage into his troops before entering battle, but a martial hymn with drums beating and horns trumpeting can instantly inject the feeling of courage.

Art may imitate nature but is not limited by it. A camera can produce art but simply reproducing some aspect of experience is not enough. The content of the picture, or sound (or whatever senses are used to convey the art) must resonate with the elements of experience within the listener to cause the desired reaction. Thus the mindless, would-be "artist" who flings mud haphazardly at a canvas is not creating art (unless the theme he wishes to convey is one of "mindless chaos"). Furthermore, Vampiric art recognizes that by definition, art is a means of communication. This communication can be used inwardly for one's own self as well as outwardly to influence others.

The Vampire will use art to communicate complicated ideas and feelings to himself in Vampiric ceremony and ritual and often in the elements of art he surrounds himself with in daily life. As a reminder of important themes, the use of art to communicate to yourself Vampiric principles can inspire, instruct and soothe. How easy it is to forget the importance of pride and heroism when being swept along by the mindless wash of societal norms that promote conformity and humility. A glance at a mirror etched with the Winged Skull of HR or a

ceramic serpentine dragon can challenge a senseless moment of personal doubt. A stirring measure of music from Wagner or Beethoven can drive aside the lingering effect of a mindless newspaper. Thus the Vampire uses art upon himself to remind and reinforce the truths he has struggled so hard to uncover or understand.

Then, too, there is the use of art to affect others. We all have the same physical nervous system and, to a greater extent than is usually recognized, we are affected by the same things in similar ways. As the Vampire is affected by art, so can he affect others with art.

The Vampire will therefore use art to create certain desired effects in others. He recognizes the effects of his personal appearance as a form of art and weaves this level of magic to produce fear or calm, love or hate as he desires in those around him. As a tool of communication, art also becomes for the Vampire a weapon as well as an end in itself. It would be entirely correct to say that the Vampire views art as a way of life and Vampiric art is the molding of the individual's personal lifestyle to express and experience those themes he wishes to promote in his life and in the lives of those around him.

Art thus focuses upon specific aspects of life and, for the Vampire, art becomes life and his life becomes a work of art.

Thus we see, in this brief overview, the range of the disciplines of philosophy: metaphysics, epistemology, ethics, politics and art. Everything dreamed or yet to be dreamed in the mind, every desire, every hope, every aspiration to a better life, all falls within the scope of philosophy. To neg-

understanding philosophy is ... well, to quote another ancient Greek Vampire philosopher, Socrates, "The unexamined life is not worth living." The Vampiric philosophy is an examination of life, a living of life and a celebration of life! Like the Vampire, the Vampiric philosophy is conscious, alive and aware!

Thus ends the Vampire Priesthood Bible.



"Knight, Death and Devil." Engraving by Albrecht Dürer, Nuremberg, 1513.

Temple of the Vampire

Within lies fact and fancy, truth and metaphor. Discriminate with care.

Information regarding Active Membership.

Important Note:

The Vampire is dedicated to the rational enjoyment of life. No pleasure is forbidden or sinful to the Vampire. At the same time the Vampire respects the reality of causality and is **not** a mindless hedonist. Therefore all members of the Temple of the Vampire are **forbidden from criminal acts** as defined by the laws of their own governments. Any person found to be involved in criminal activity will be promptly **reported** to the appropriate law enforcement authorities, and immediately and irrevocably **expelled** from the Temple. There will be **no** exceptions.

The Dayside

The Dayside of the Vampire's personality is that of the skeptical materialist who approaches life with a no-nonsense perspective. The key word here is **doubt**. We laugh in scorn at the humans who find themselves believing in the superstitious nonsense which our kind created for their control. The earthly Vampire is dedicated to personal, **material mastery of life**. While this seldom entails the seeking of monetary wealth to the exclusion of personal pleasure, the Religion of the Rulers tends to lead one toward material success as a natural consequence of respecting the realities of the world as it is. Neither is this pursuit unbalanced by ignoring the social values of achieving and maintaining successful personal relationships. The Dayside Vampire feels and exhibits an essential **joy in living** itself.

✧ The Nightside

In ritual and other magical acts, the Vampire exhibits the Nightside of his personality. The key concept here is **suspension of disbelief**. The Vampire learns to slip in and out of belief systems as they serve him, and absolute belief in magic is **only** engaged in **when magic is actually used**. The more traditional powers of the Vampire (to include shapeshifting, flying, mesmerism, power, superhuman strength and physical immortality) are accepted as real facts within the Nightside of the Vampire's mind. Here, from the Will's connection to the Powers of Darkness, the fantasies of power become realities. These realities are manifested through what are called out-of-body lucid dreams and are approached by the sincere and dedicated application of the Teachings of the Temple.

The Twilight

By developing and maintaining the opposing Dayside and Nightside perspectives appropriately, the Vampire produces a powerful **stress** or tension **between** the worlds of truth and fantasy. The result is a growing capacity to cause change in the material world by magical means such that dreams of the Night leave footprints in the Day. This condition we call The Twilight. It is to see with the vision of the Dragon Within and to walk across the Crack between the Worlds. The experience of the Twilight is the capstone of the Vampiric Condition and is the highest form of personal experience to be achieved through the application of the Temple Teachings.

Purpose of Active Membership

The initiatory structure of the Temple exists so that mature and serious candidates may validate their Vampiric experiences with others of like mind. To this end the Temple offers five **Grades** or **Circles** of recognition. Each Bible contains the Higher Teachings relevant to the Grade being sought. An evaluation form for each Grade can be sequentially requested from the Temple by post or via the internet at the Temple website www.vampiretemple.com. When the candidate properly submits a completed form, the Temple evaluates the application and then, if appropriate, confers a recognition of accomplishment by granting the appropriate Title described as follows:

Title Grades of Recognition

The First Circle (**Vampire Initiate**) is the entry level of testing the basic Teachings of Vampirism by the member as outlined in **The Vampire Bible**.

The Second Circle (**Vampire Predator**) indicates that the member has testified to the truth of Vampirism as a personal experience and as a workable personal philosophy from **The Vampire Predator Bible**.

The Third Circle (**Vampire Priest** or **Priestess**), also known as the Inner Circle of HEKAL TIAMAT, the Temple of the Dragon, indicates a member who has made a personal commitment to the Temple, has sworn a formal Oath to serve the Temple and has testified to the reality of Communion as a personal experience as explained in **The Vampire Priesthood Bible**.

The Fourth Circle (**Vampire Sorcerer** or **Sorceress**) indicates a member who has testified to the successful application of Sorcery (The Nine Laws of Magic) to alter reality in achieving personal goals. The required information for this is found in **The Vampire Sorcery Bible**.

The Fifth Circle (**Vampire Adept**) indicates a member who has testified to the successful achievement of the Twilight and has recognized the Presence of the Dragon Within. The necessary instruction for this achievement is in **The Vampire Adept Bible**.

Benefits of Active Membership

Those members who subscribe to Active Membership status do so out of a desire to demonstrate a commitment to the Temple as well as benefit from an objective evaluation of their experiences as they apply the Temple Teachings to their lives. The evaluation and designation of appropriate Title and Grade are therefore based upon the members' personal reports regarding their experiences. It should be emphasized here that the Temple accepts the truthfulness of the reports given and is only interested in evaluating the content in terms of the criteria for recognition as described above. Self-deceit must be guarded against in accordance with the dictates of *The Vampire Creed*. Remember, the value of your Title is only as good as the validity of your reported experiences. Additionally, only Active Members are permitted access to **Lifeforce**, the Temple's confidential newsletter.

Affiliation

Those who prove themselves worthy will be given the opportunity to contact others in the Temple as the Hierarchy deems fit. For an Immortal, patience is a virtue. Above all, the Temple exists to serve the Undead. Members who simply expect to be entertained will be ignored. We seek only mature and serious candidates for active membership and reserve the right to suspend their service at any time without notice.

Vampirism is real and most ancient. Mortal life is swift and short. We may pick and choose amongst the billions to replenish the Elite. Now the opportunity stands before you. You and only you can decide your ultimate fate. The choice is yours.

For additional information see the Temple website at:

www.vampiretemple.com

or write to:

**TOV
Box 3582
Lacey, WA 98509 USA**

Temple Literature Available

The Vampire Bible

The fundamental practices of the Vampire religion to include: the secrets of Vampirism to draw Life force from humans, why Vampires never harm humans and are barred from criminal acts, how to perform the ancient rites of the Calling of the Undead Gods in magical ritual, and more. Required reading for admission to Active Membership.

The Vampire Predator Bible

The advanced Vampiric techniques of Sealing, Extending and Seizing the Astral are taught. Additionally, the highly practical Dayside instruction in the Use of Reason in Vampirism as well as detailed information regarding the creation and mastery of the Vampiric Will. Required reading for elevation to the Second Circle as a Vampire Predator.

The Vampire Priesthood Bible

The Nightside Teaching of Opening the Astral Gate for out-of-body experience, and the use of the Necromanteion, an ancient passage to Communion. For the Dayside, a careful examination of the Vampiric God and Vampiric Philosophy. Required reading for elevation to the Third Circle as a Vampire Priest or Vampire Priestess of UR.

The Vampire Sorcerer Bible

The Nine Laws of Magic are outlined and explained with examples for application. These Teachings can be viewed either as an application of the Nightside Vampiric cosmology or a treatise on the manipulation of human psychology. Required reading for elevation to the Fourth Circle as a Vampire Sorcerer or Vampire Sorceress.

The Vampire Adept Bible

This Capstone of the Vampiric Teachings focuses on the detailed explanation of The Four-Dimensional Model of All Possible Worlds. By revealing the hidden symbolic map of the truncated Great Pyramid, the Grand Trapezohedron, the Vampire can recognize the full expression of elevation to the Fifth Circle as a Vampire Master Adept.

www.vampiretemple.com